



DESIGN OF CYBERSPACE OPERATIONS

Last Updated: 30 November 2011

[Cyberspace operations](#) may be conducted in a variety of situations and circumstances. The decision of which cyberspace capabilities to employ is based not only on overall joint campaign or operation objectives, but on the risks of possible adversary responses and other potential second and third order effects on the campaign or operation.

In cyberspace, the time between execution and effect can be milliseconds. Nonetheless, the observe-orient-decide-act (OODA) loop remains a valid construct for examining the decision cycle in cyberspace. Ongoing operations can be considered those operations that span past the phases of warfare.

Even for ongoing operations, planning at the strategic level is imperative because cyberspace operations can create effects simultaneously at the strategic, operational, and tactical levels across multiple domains. Planners should provide inputs to and receive feedback from appropriate intelligence and targeting organizations across the full range of government organizations and partner nations. Cyberspace's unique attributes and potential for speed require the ability to react to rapidly changing situations.

Inclusion of [cyberspace superiority](#) strategy in formal planning normally offers many planning and execution options to meet a theater JFC's objectives. Cyberspace operations can enable creation of many effects that formerly required physical attack to accomplish. Descriptions of these processes can be found in JP 5-0, [Joint Operation Planning](#).
